Follow the Leader

Players choose the Leader.

All players line up behind the Leader.

The Leader begins his course and all players must follow imitating all of the Leader's actions as closely as possible.

Example: The leader may run several feet then crawl, hop or do somersaults.

The players must drop out if they fail to correctly follow the Leader's stunts.

The winner of the game becomes the new Leader.

hp invent

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Hide and Go Shrek

Choose a player to be "it."

When the count gets to 20
"it" must yell to warn others
"READY OR NOT HERE I COME."

As soon as "it" begins looking for players, you must try to make it to home base without being tagged.

The first person tagged will be "it" in the next round.

hp invent

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Leapfrog

After "leapfrogging" over the first player, the second player squats down in the exact spot he lands on. The third player then leaps over both of the others, one at a time, toward the finish line.

When all players on a team have leaped and are squatting in a line, the player at the end stands up and leapfrogs down the line.

The pattern repeats itself as each player gets up and leapfrogs as soon as he is hopped over.

The first team to get all its members over the finish line is named the winner.

Call out "ribbit" as you hop over your friends to get some laughs!

hp invent

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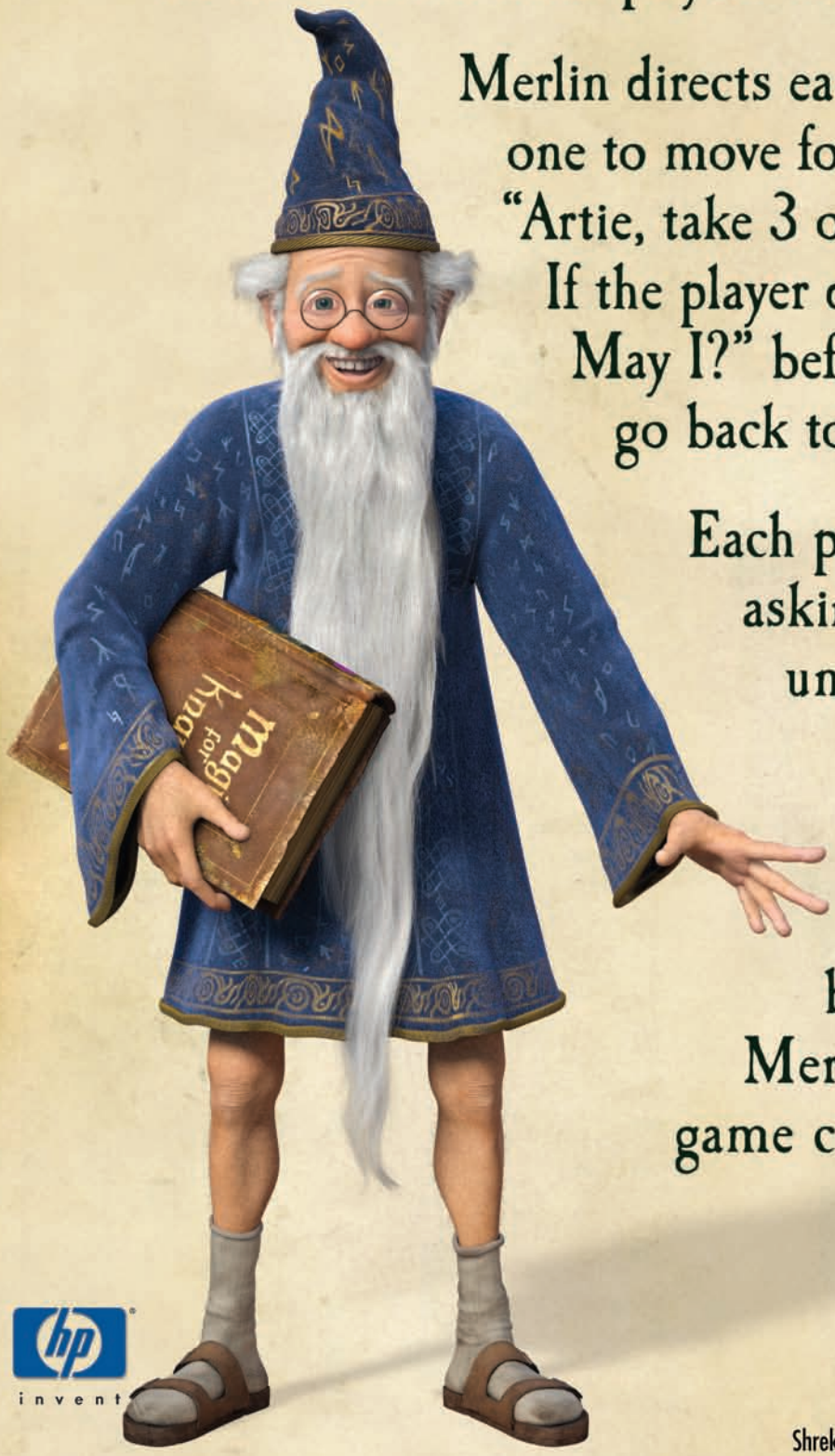
Merlin May I?

Choose a start line and finish line, and a player to be Merlin. All other players line up on the start line.



Merlin directs each player one by one to move forward (for example, "Artie, take 3 ogre steps forward"). If the player doesn't ask "Merlin May I?" before moving he must go back to the start line.

Each player takes turns asking permission until someone ultimately crosses the finish line.

The winner becomes the new Merlin and the game continues.

hp invent

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Scavenger Hunt

Define the "hunt" area, either specific rooms in the house or a portion of the yard.

All items are hidden in the defined hunt area.

A list of items to be found is given to each player along with a bag.

A timer is set (time dependent upon number of items hidden and complexity, 15 minutes suggested for basic game play).

The player that fills his bag with all (or the most) items before the timer goes off wins.

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Swamp Tag

A swampy spin on an old favorite.

Equipment: Sponge and a bucket of water

Choose a player to be "it."

The "it" player closes his eyes and counts to 10 to give the other players a running start.

Once he counts to 10, he takes the sponge out of the bucket and chases the other players.

Once he tags someone with the wet sponge, that player is now "it."

hp invent

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